PORTLAND
RETRO GAMING EXPO

PRGE 2018

Thirteenth Annual

Est. 2006
Portland
Oregon

NOW AVAILABLE ON DVD AND BLU-RAY

KICK STARTER FUNDING SUCCESSFUL

THE BITS of YESTERDAY

The quintessential retro video game collecting documentary is now here! Join in on the journey and relive the nostalgic past in *The Bits of Yesterday*!

With over 30 collectors, Internet personalities, and game store owners highlighted,you can finally dive into their world as they show you how this underground hobby and culture has impacted their lives. These are just some of their stories, memories, and adventures.

Dust off that old gaming console from the attic, grab a juice box, and turn the TV dial to channel 3. Let's travel across the country and through the decades where old, discarded video games are cherished and celebrated.

AVAILABLE TODAY AT
THEBITSOFYESTERDAY.COM

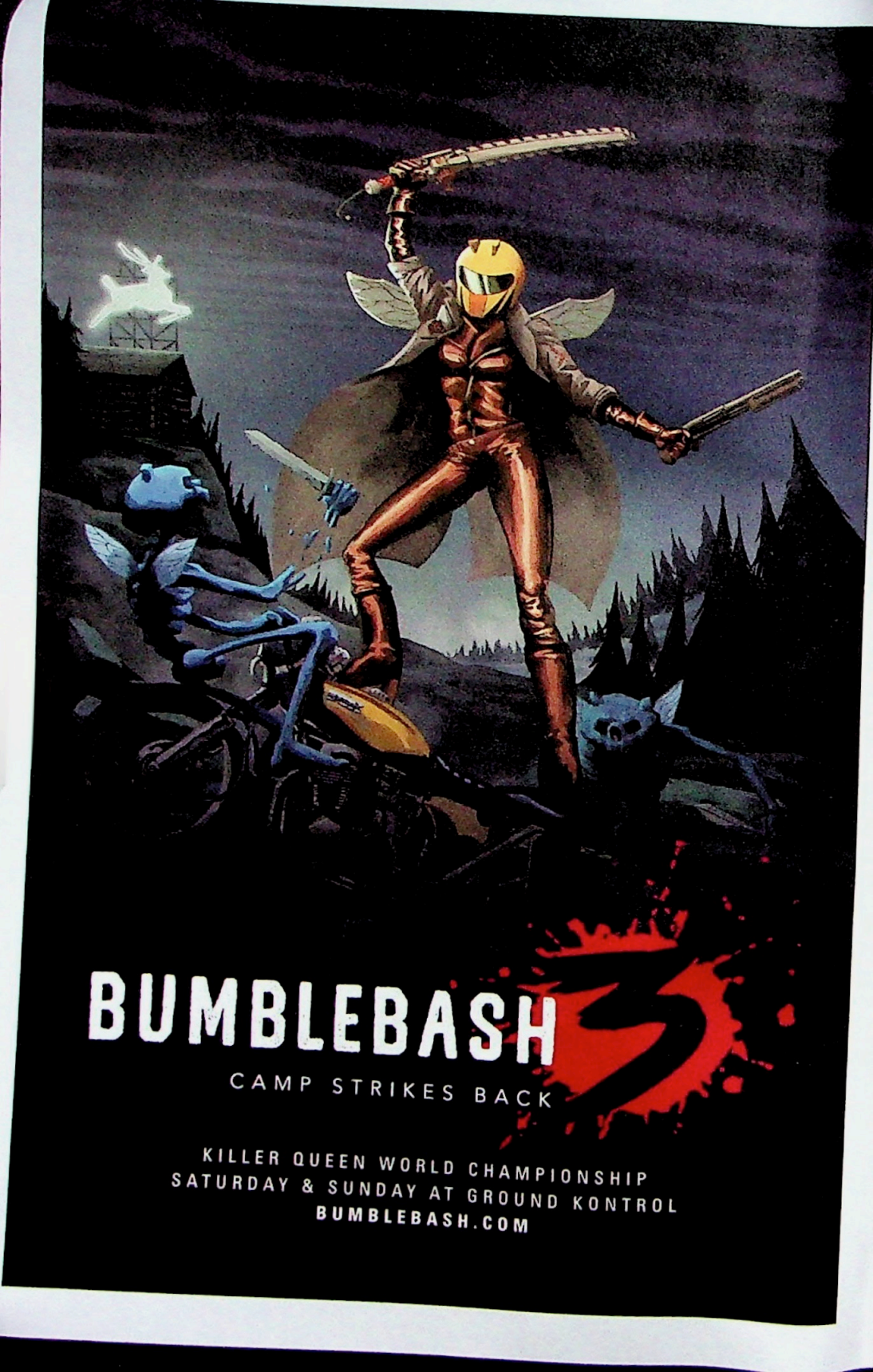
SOUNDTRACK AVAILABLE ON ALL DIGITAL MUSIC STORES AND STREAMING SERVICES

@bitsofyesterday

facebook.com/thebitsofyesterdaydoc/

© 2018 Dream Case Prods, LLC. All rights reserved.

GROUND KONTROL
CLASSIC ARCADE
MULTIBAR
IS LIT
EXPANSION COMPLETE!
MORE SPACE, MORE GAMES, MORE FUN
DAYTIME BAR *NOW OPEN* AT NOON
115 NW 5TH AVE PORTLAND, OR 97209 // 503.796.9364 // GROUNDKONTROL.COM


BUMBLEBASH 5
CAMP STRIKES BACK
KILLER QUEEN WORLD CHAMPIONSHIP
SATURDAY & SUNDAY AT GROUND KONTROL
BUMBLEBASH.COM

BUY. SELL. TRADE. *PLAY!*

MAGIC: THE GATHERING, POKEMON, FINAL FANTASY TCG
SUPER SMASH BROS. MELEE & FIGHTING GAME COMMUNITY
WEEKLY MEETUPS & MONTHLY TOURNAMENTS

17185 SE MCLOUGHLIN BLVD, STE. E., MILWAUKIE, OR 97267

EPICGAMINGPDX.COM | 503-850-4756

WATCH ALL OF OUR TOURNAMENTS THIS WEEKEND LIVE IN THE PRGE ARCADE AND ON YOUTUBE, FACEBOOK, AND TWITCH.

/EPICGAMINGPDX

VISIT THE

PRGE SWAP SPACE

MORE EXHIBITORS AWAIT YOU!

ROOMS D131-D132

Saturday 9:00 AM-5:30 PM
Sunday 10:00 AM-5:00 PM

IN MEMORY OF DON RUSSELL

Dear Friends,

Every year, the retro-gaming community travels to the Portland Retro Gaming Expo to celebrate and share the hobby we all love. Every year, new faces join the crowd... but this year, the crowd will be one less.

Sadly, our friend Don Russell recently lost his battle with cancer. Don was a friend to so many game collectors over the years and a regular attendee of PRGE. We had the pleasure of meeting him when the convention was just starting and we considered 200 people in a weekend a good turnout. Even back then, Don stood out. No matter when you met him, no matter where, and even more remarkably, no matter what health struggle Don was facing at the time, he always made you feel better. He was incredibly positive, and always concerned about others. His positivity, his great sense of humor, and his passion for the retro-gaming hobby made him stand out. He loved classic gaming, and he shared that love with everyone around him.

Don's remarkable kindness and positivity remained a constant in our lives. One friend of Don's put it this way: "He was truly a great friend. He always protected me, taught me, and helped me. He always gave me advice and encouraged me." Another friend related that Don, despite his rapidly failing health, had inspired him not to give up on his struggling *YouTube* channel. That was just the kind of person Don was.

So as you enjoy this year's event, take a moment to remember Don, and most importantly, remember something that Don never lost sight of: that video games are fun. Ultimately our hobby is about people, and our connections with each other. In the game of life, you win by caring about others... something Don never lost sight of. You were a good friend, Don, and we'll miss you.

Sincerely,

The Portland Retro Gaming Expo Family

SHOW SCHEDULE

FRIDAY • October 19

The Retrocade is open on Friday. The Exhibitor Hall and panel rooms will open at 9:00 AM on Saturday morning.

11:00 AM • Presale badges can be picked up at the Will Call starting at this time

12:00 PM • The Retrocade opens to the public (located in OCC Exhibit Hall E)
Food and beverages will be available for purchase inside the Retrocade until 8:00 PM

1:00 PM - 9:00 PM • Video gaming tournaments in the Retrocade

10:00 PM • PRGE closes for the evening

SATURDAY • October 20

The PRGE Exhibitor Hall, Retrocade, and auditoriums will all be open on Saturday.
Pro-tip: If you already have a badge you picked up on Friday, you can proceed directly to the line for the main hall.

7:00 AM • Tickets go on sale and presale badges can be picked up at Will Call

9:00 AM • Main show floor opens for all attendees

10:30 AM - 10:00 PM • Speakers & Panels in auditoriums

:00 AM - 8:00 PM • Video gaming tournaments in the Retrocade

30 PM • Exhibitor hall closes for the day. Retrocade remains open.
ood and beverages will be available for purchase inside the Retrocade until 8:00 PM.

7:00 PM - 9:00 PM • Cosplay Contest takes place in the *Tetris* Arena of the Retrocade (Hall E)

7:30 PM - 8:00 PM • Auction Registration

8:00 PM - 10:00 PM • PRGE Live Collectibles Auction

10:00 PM • Retrocade closes. PRGE is closed for the evening

SUNDAY • October 21

10:00 AM • Main show floor opens for all attendees

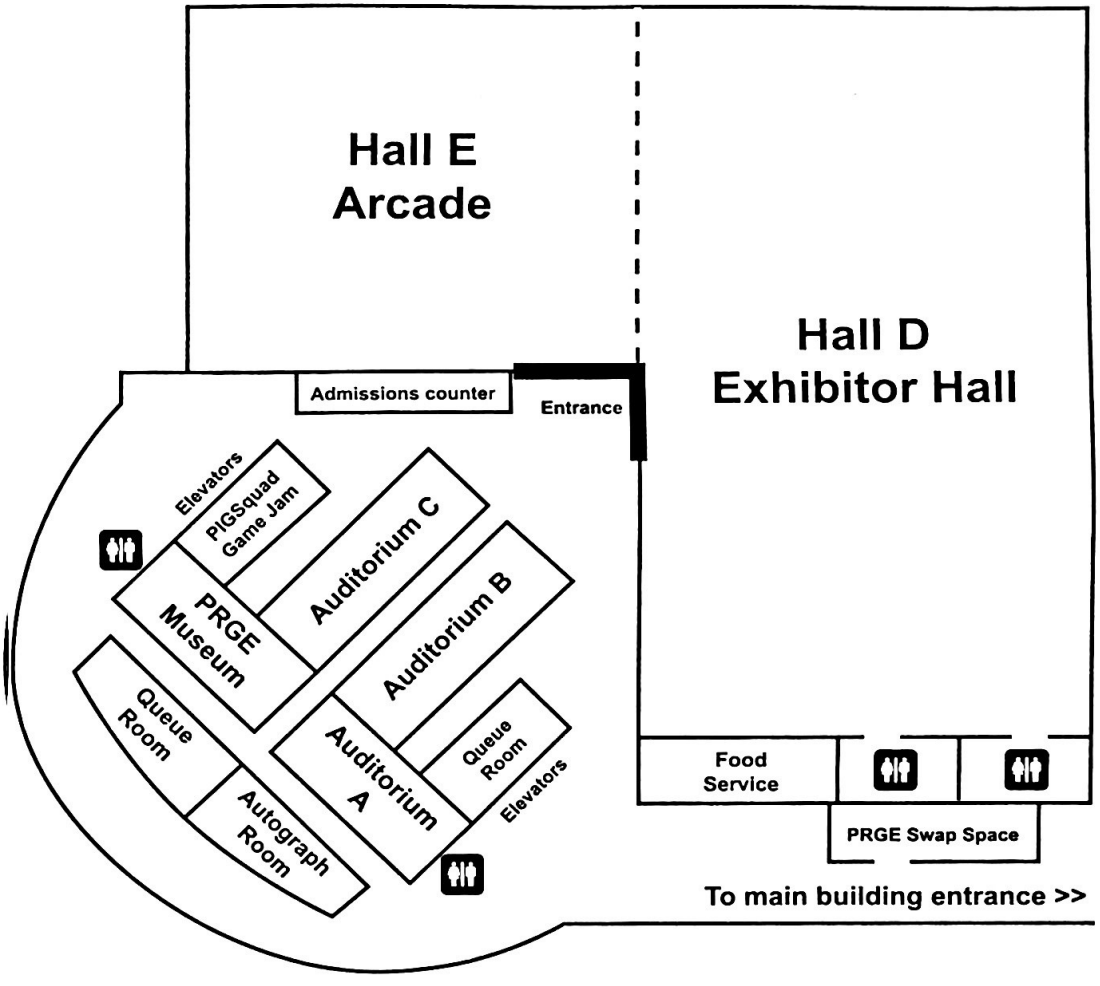
10:30 AM - 5:00 PM • Speakers & Panels in auditoriums

10:00 AM - 5:00 PM • Video gaming tournaments

5:00 PM • Main show floor and Retrocade closes

7:00 PM • Micropalooza: Chiptune and Retrowave Showcase at Ground Kontrol Classic Arcade

FLOOR PLAN



PROGRAM GUIDE

SHOW SCHEDULE • PAGE 6

AUTOGRAPH SCHEDULE • PAGE 10

FLOORPLAN • PAGES 7-9

EXHIBITORS • PAGES 11-12

PANELS & EVENTS • SATURDAY • PAGES 13-18

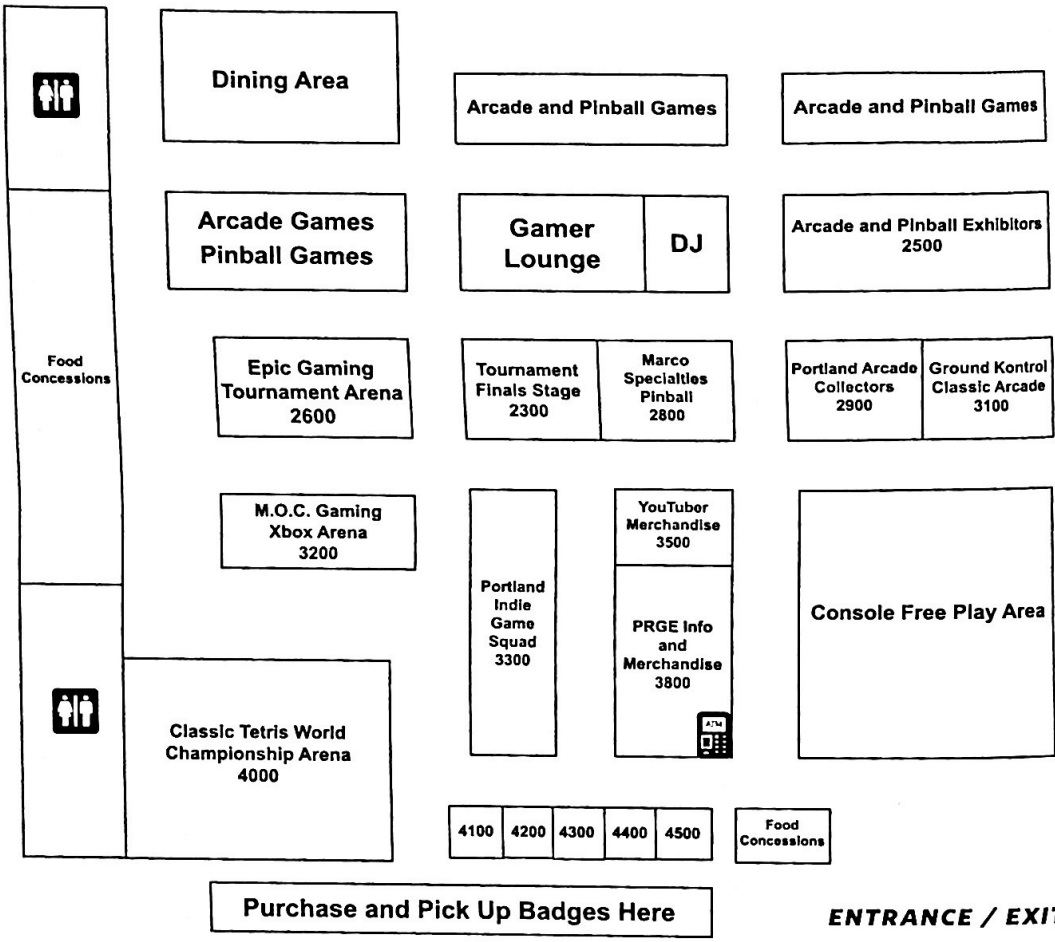
COSPLAY CONTEST • PAGE 19

PANELS & EVENTS • SUNDAY • PAGES 20-23

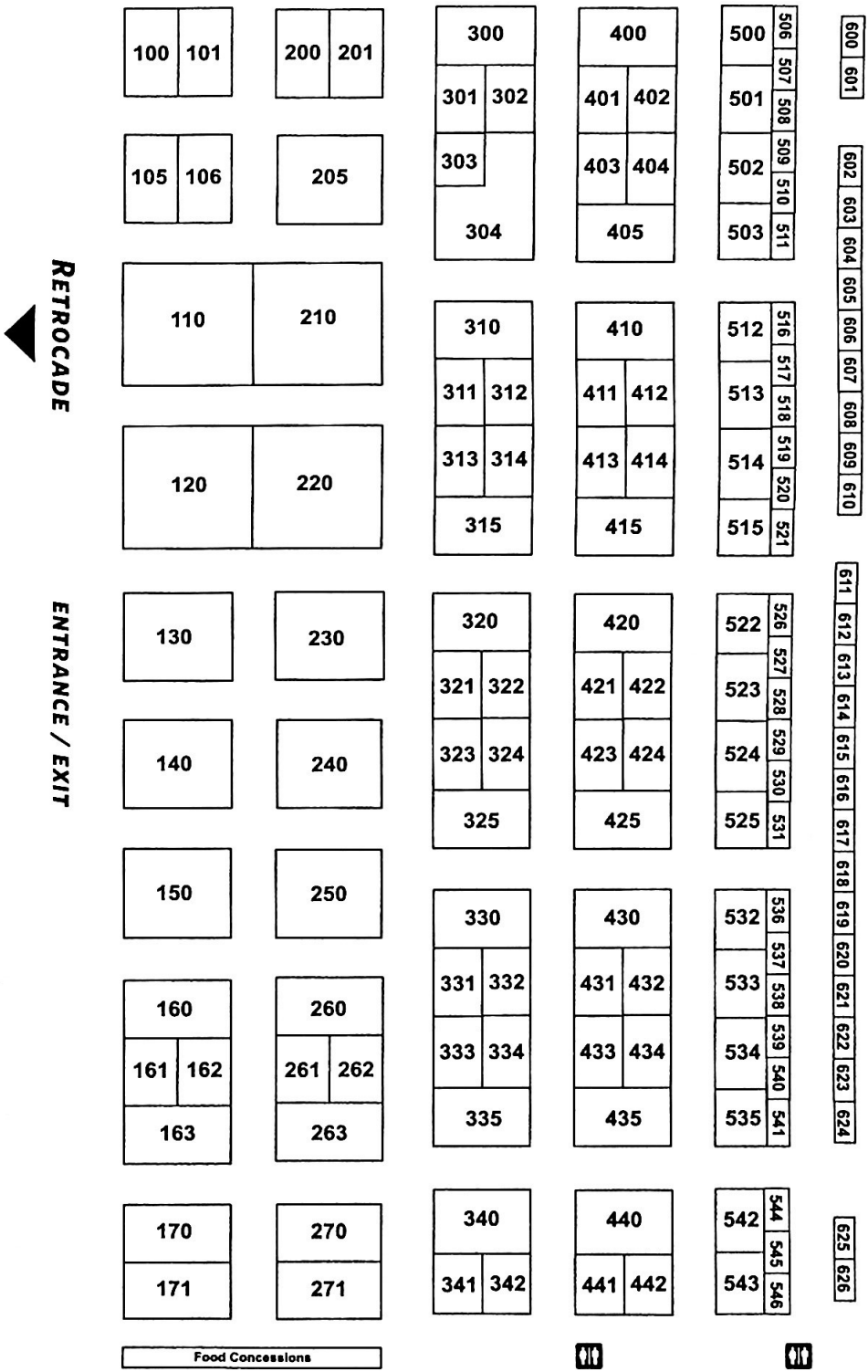
TOURNAMENTS • PAGES 24-29

PORTLAND INDIE GAME SQUAD WORKSHOPS • PAGE 32

FLOOR PLAN • RETROCADE



FLOOR PLAN • EXHIBITOR HALL



AUTOGRAPH SCHEDULE

Autograph Session Guidelines

- Autograph sessions will he held in **ROOMS F149-F150**. Schedule is subject to change.
- PRGE guest speakers are not charging for autographs. Speakers reserve the right to limit the number of autographs they will sign, per person.
- Please follow the instructions of PRGE volunteers in regard to lining up.
- Autograph sessions are first-come, first-served.
- Please be courteous and respectful of other attendees who are also waiting in line.
- PRGE may cut off lines in order to meet scheduling requirements.

SATURDAY

The Completionist • 12:00 PM - 1:00 PM • Table A

Atari Alumni • David Crane, Gary Kitchen, Jennell Jaquays, Rebecca Heineman, Dan Kitchen
12:00 PM - 1:00 PM • Table B

PeanutButterGamer & SpaceHamster • 1:00 PM - 2:00 PM • Table A

ProJared • 2:00 PM - 3:00 PM • Table A

Norman "The Gaming Historian" Caruso & Joey DeSena • 2:30 PM - 3:15 PM • Table B

Metal Jesus Rocks & Friends • 3:00 PM - 4 :00 PM • Table A

Atari Alumni • Howard Scott Warshaw, Rob Zdybel, Ed Rotberg, Matt Householder
3:00 PM - 4:00 PM • Table B

Pat "The NES Punk" Contri & Ian Ferguson • 4:00 PM - 5:00 PM • Table A

Tommy Tallarico • 4:30 PM - 5:30 PM • Table B

SupaPixelGirl • 5:30 PM - 6:30 PM • Table A

Ben Heckendorn • 6:30 PM - 7:30 PM • Table A

SUNDAY

Ben Heckendorn • 12:00 PM - 1:00 PM • Table A

Normal Boots • 12:30 PM - 1:30 PM • Table B

Atari Alumni • Bob Smith, Tod Frye, Pam Smith • 1:00 PM - 2:00 PM • Table A

Blue Sky Rangers • 2:00 PM - 3:00 PM • Table A

Pat "The NES Punk Contri" • 2:30 PM - 3:00 PM • Table B

Norman "The Gaming Historian" Caruso & Joey DeSena • 3:00 PM - 4:00 PM • Table A

Tommy Tallarico • 3:30 PM - 4:30 PM • Table B

EXHIBITORS

1UP Games • 421
2.5d Dioramas • 420
A Nova Print • 340/341
Anime World • 240
Another Castle Videogames • 410
Arcade Shopper • 412
AtariAge • 120
Back in Time Gaming • 602/603
BB's Shack • 535
Billy Galaxy • 323
Birdzilla Studios • 526
Bites On The Go • 434
Black Cat Jewelry and Gifts • 621/623
BonkersYounkers - Customizable Fleece Blankets • 501
Boss Fight Books / Chris Kohler • 525
Brandi York Fine Art and Random Geekery • 538
Brandon Williams • 513
Brett Weis • 612
Brandon Williams • 513
Burnt Pixels • 433
BuzzBuzz Games • 423
The Card Cafe • 441
Cash-In Culture • 532
Castlemania Riggs • 270
CD Game Exchange • 171
Charles Dysert • 330
Cheep Cheep Import Games • Swap Space
Cheerful Ghost • 619
Choni Draws • 524
Chris Pfanner • 413
Christa D. Designs • 342
Chronos Games and Gifts • 260
Clank-tronix • 422
Classics and Oddities • 100
Classic Tetris World Championship • 4000
Clevermoore Projekt • 510
Collector's Quest Podcast • Swap Space
CollectorVision Games • 516
Courtney Hiersche • 312
D-Pad Retro Gaming • 250
Dancing Heron • 332
Darrin Peloquin • 400
Delco Land Games • 544/546
Diane Beck's Creations • 322
Digital Newtron • Swap Space
Discount Laser Disc • 523
Double Jump Video Games • 310
Drew Kearns • 512
EON Gaming HDMI Adapters • 4400
Epic Gaming Tournament Arena • 2600
Extra Life • 511
Fangamer • 230
Forever Games • 522
Free Geek • 4200
Friday Afternoon Tea • 606
Galaxy Games • 528
Gambit's Cards and Hobbies • 440
Game Nerdz R US • 161
Game Over Arcade • 2900
Game Over Videogames • 431
Game Quest / Merge Games • 300
Game Swappers • 162
Game Tower • 506
Gamebound Video Games • 263
Gamers in Control • 314
Gamerslife • 170
GameStar • 150
Gary Taylor • 320
The Geek Emporium • 401
Geek Girl Stuff • 404
Geek It Up • 605
GeekStar Costuming • 604
Geeky Caticorn • 614
Gentleman Gamer • Swap Space
The Gorgonist • 332
Grace Works Interactive • 313
Ground Kontrol Retro Arcade • 3100
Guardian Games • 163
Home of the Future • 411
Hood's Hellions Halo Group • 505
HOTTOYS4GAMERSANDCOLLECTORS • 430
Hyperkin • 534
Import Collective • 200
Infinite NES Lives • 508
Insurrection Industries • 101
Intellivision Entertainment • 303
IntellivisionRevolution • 304
Jeffrey Wittenhagen • 613
"The Imortal" John Hancock • 321
John Masterson • 542

EXHIBITORS

JustWharton • Swap Space
Katie Clark Art • 324
The Legend of Games • 325
Legendary Games • Swap Space
Lili Neko • 610
Limited Run Games • 262
Long Neck Games • 543
Lost Levels • 533
LvlUpDesigns • 615
Marc Ericksen Illustration • 105
Marco Specialties • 2800
Married Guy Gamer • 515
Mel Paradise • 611
Melissa Bernard • 618
Michelle Denneg • 334
Modular 8 • 503
Murder of Crows Console Gaming • 4500
Murder of Crows Xbox Arena • 3200
Nerd Wood Designs • 261
Next Level Arcade • 2500
NintendoAge • 110
The Nintendo Doctor • 315
NW Retro Computing and Video Game Club • 301
NWCGE • 532
Old School Gamer Magazine • 160
Opcode Games • 624
Optovania • 520
Orien Studios • Swap Space
OutNerdMe • 539
PIGSquad • 3300
Pink Gorilla Games • 415
Pixel Party • 530
Pixelosis • 420
The Place 4 Gamers • 210
Play It Retro / We Play Games / We Buy Games • 400
Portland Arcade Collectors • 2900
Portland Community College Multimedia • 4300
Power Up Videogames • 106
PRGE Merchandise Booth • 3800
Quarter World • 2500
R H Potter • 521
R2-D2 by Scott Boothby • 4100
Radio Shack Computer Hardware & Software • Swap Space
The Raindrop Studio • 517
Respawn Games • Swap Space
Retro City Games • 335
Retro Edition Games • 540/541
Retro Fix Video Games • 500
Retro Game & Toy Exchange • 425
Retro Game Trader • 607
RetroAttack • 617
RetrObsolete • 313
RetroUSB • 110
Retrowave • Swap Space
Ria Art World • Swap Space
Robo V Dino • 620
Rocket 88 Designs • 442
Rockhart Clothing • 405
Shaun Lublink • 518
Shirt Nerdery • 529
SKG Retrogaming • 424
SmallRiniLady • 616
Specialty Gamer • 130
Spooky Swirl Arts • 432
Squarepainter • 507
Star Wars Artist Jason Christman • 402
Stargazer Creative Solutions • 509
State Farm • 201
Steve Lopez • 403
Steven Johnson • 331
Stupid Geeks Inc • 302
Super Smash Games • 140
Tapper's Retro Games and Toys • 414
The Unipiper • 536
Tim Duarte • 531
Ty Judd • 609
UFO Plushies • 519
Video Game Wizards • 220
Vince Price • 625
WabiSabiPDX • 527
Wafflefoot • 110
Wata Games • 205
Watch Out for Fireballs • 626
Windy Games / Arcade • 271
Wirt the Peg-Peg-Legged Boy • 537
The Wooden Arcade • 514
The Yetee • 435
Youtuber Meet & Merch • 3500
ZB Games • 311
ZOMBGiEF • 600/601

NES Home Brew Part I

Featuring: Paul Molloy • 10:30 AM - 11:15 AM • Auditorium B

In this two part series, Paul (Infinite NES Lives) will talk about the technical specifications of the NES console. He will start creating a home brew game, live on stage. A Q & A session will follow.

The Completionist

Featuring: Jirard Khalil • 11:00 AM - 11:45 AM • Auditorium A

The *Completionist* web series follows Jirard Khalil as he completes a new game every week—ranging from casual to hardcore games. Join Jirard as he talks about *Completionist* episodes, video games, and whatever strikes his fancy.

Atari & Friends Act I

Featuring: David Crane, Gary Kitchen, Rebecca Heineman, Jennell Jaquays, Dan Kitchen
11:00 AM - 11:45 AM • Auditorium C

In the first act of three, join Atari alumni, David Crane, Gary Kitchen, Rebecca Heineman, and Jennell Jaquays, and Dan Kitchen. Discussions will include working for Atari, the video game industry as a whole, and whatever other questions you present to them. Additional alumni and special speakers may join them as well.

Wisdom Tree! Bad Unlicensed Christian NES Games of the 90s

Featuring: Gabe Durnham • 11:30 AM - 12:15 PM • Auditorium B

In the beginning, a small unlicensed game development company was hit with divine inspiration: They could make a lot of money (and escape the wrath of Nintendo) by creating games for Christians. With the release of the 1990 NES platformer *Bible Adventures,* the developers saw what they had made, and it was good. Or, at least, good enough. Based on extensive research and original interviews with Wisdom Tree staff, Gabe Durham explores the rise and fall of the little company that almost could.

Game Collecting When You're Broke AF

Featuring: Kinsey Burke, Ian Ferguson, Reggie Williams • 12:00 PM - 12:45 PM • Auditorium A

Ever see other peoples pick-ups on social media and think, "Man that must have cost a fortune! I can't compete with that!" Well know that game collecting isn't a sprint, it's a marathon! Most of us have been collecting for years and we still don't have any complete collections, but that's ok! Learn the basics of thrifting, garage sales, trades, and more from Kinsey, Ian, and Reggie!

PeanutButterGamer & SpaceHamster

12:00 PM - 12:45 PM • Auditorium C

PeanutButterGamer from *NormalBoots.com* and SpaceHamster from *HiddenBlock.com* will discuss their respective projects and answer questions from their fans. Seating will fill up fast so get to this one early. Autograph session will follow the panel.

Edutainment and More: The Intriguing World of Games for Non-Gamers

Featuring: Kelsey Lewin & John Hancock • 12:30 PM - 1:15 PM • Auditorium B

These are not your average gamer's games! Throughout history, there have been all kinds of weird games and systems that are educational, corporate-focused, medically-focused, and beyond. Kelsey Lewin and John Hancock will take you through some of the most interesting and experimental of them, and talk about why they're so important (yes, really!) to the world of gaming.

ProJared

1:00 PM - 1:45 PM • Auditorium A

Join Jared "ProJared" Knabenbauer for a Q & A session centered on his experiences with video gaming. Jared produces retro reviews, videos on the newest releases, comedic playthroughs, and spotlights on overlooked indie games on his *ProJared* channel. His articulate monologues and professional editing make him one of the top gaming entertainers on *YouTube*.

Breaking the Seal

Featuring: Josh Hamblin & "Radical" Reggie Williams • 1:00 PM - 1:45 PM • Auditorium C

Josh (The Gamefather) and "Radical" Reggie will be hosting a panel discussing a wide variety of topics including some controversial topics such as grading new old stock and game raffle groups. Each one will share some of their craziest stories in the game industry such as pickups, sales, and more. They will be hosting a special session of, "Break that Seal" where someone from the audience will get to open and keep the game! They will be taking questions from the audience as well so start thinking of your questions now. As always they will have a variety of prizes for members of the audience. Don't miss out as they normally go all out for those who attend!

The Law v. Video Games

Featuring: Norman Caruso & Joey DeSena • 1:30 PM - 2:15 PM • Auditorium B

There has been no shortage of wacky video game lawsuits. From arguments over who owns *King Kong's* visage, to the court "punishing" Nintendo by forcing them into a brilliant marketing move involving $5 coupons — there are tons of them. Norman Caruso "The Gaming Historian" and Joey "Roo" DeSena *(16-Bit Gems, The Way Games Work)* pick some of their favorites and present how these legal decisions shaped the face of gaming as we know it today. Come and see if you agree with the finest legal minds of our time...and these two guys.

Metal Jesus Rocks Super Mega panel!

Featuring: Jason "Metal Jesus Rocks" Lindsey, Kinsey Burke, "Radical" Reggie Williams, Kelsey Lewin, John Riggs, "The Immortal" John Hancock, Drunken Master Paul • 2:00 PM - 2:45 PM • Auditorium A

With a mix of video game and personal questions, you won't want to miss this. Moderated by Drunken Master Paul

Atari & Friends Act II

Featuring: Howard Scott Warshaw, Rob Zdybel, Ed Rotberg, Matt Householder
2:00 PM - 2:45 PM • Auditorium C

In the second act of three, join Atari alumni, Howard Scott Warshaw, Rob Zdybel, Ed Rotberg, and Matt Householder. Discussions will include working for Atari, the video game industry as a whole, and whatever other questions you present to them. Additional alumni and special speakers may join them as well.

Stop Skeletons From Fighting

Featuring: Grace Kramer & Derek Alexander • 2:30 PM - 3:15 PM • Auditorium B

Nintendo has always pushed the boundaries of gaming software and hardware, but what about the stuff that's just plain...weird? Grace and Derek from *Stop Skeletons From Fighting* tackle some of their favorite Nintendo peripherals like the N64 mouse (yes, that exists), the Nintendo GBA e-Reader, the GameCube GBA Link Cable, and the N64 Expansion Pak. Come for the live demonstrations, stay for the celebration of the weird, ambitious and unnecessary!

The Completely Unnecessary Podcast LIVE!

Featuring: Pat "The NES Punk" Contri & Ian Ferguson • 3:00 PM - 3:45 PM • Auditorium A

Join Pat "The NES Punk" Contri and Ian Ferguson as they host a live presentation of their popular *The Completely Unnecessary Podcast,* covering gaming, movies, comics, and the latest geek topics. They will be celebrating the 5 year anniversary of the podcast!

Intellivision Entertainment Keynote Address

Featuring: Tommy Tallarico • 3:00 PM - 4:15 PM • Auditorium C

Intellivision president Tommy Tallarico will be revealing extensive and exclusive details about the upcoming new Intellivision home video game console! Information to be revealed includes the name, logo and branding of the new console, the hardware specs (including the revolutionary new controller), launch date, price point, online capabilities, new & unique approach to doing business in the game industry, games available at launch, partners, publishers, game licenses, marketing strategy, developer relationships and game funding, technical specifications for game developer tools, the team and advisors behind Intellivision Entertainment, special guests, game industry supporters and backers...and much more...including a FIRST LOOK at what the new console and controllers will look like (3D renders only). Everyone attending will receive a special limited edition lanyard!

Hidden Gaming Gems and the Evolution of Collecting

Featuring: Jeffrey Wittenhagen, "Radical" Reggie Williams, John "Gamester81" Lester
3:30 PM - 4:15 PM • Auditorium B

Join author Jeffrey Wittenhagen as he talks with a panel of collectors from around the community on the current state of video game collecting. They will not only go over some of the classic tips and tricks to finding games out there, but how those tactics have evolved over the years. Jeffrey will be joined by "Radical" Reggie Williams, John "Gamester81" Lester, and maybe a special guest or two!

RETROGAME ROADSHOW: YOUR GAMING TREASURES, ON STAGE!

Featuring: Chris Kohler, Steve Lin, Frank Cifaldi • 4:00 PM - 4:45 PM • Auditorium A

Everyone's favorite, "what's my game worth?" panel is back again! Join host Chris Kohler and his panel of experts as they evaluate games, memorabilia, hardware, and anything related to video games. They'll tell you why it's rare and desirable (or not!), try to put a price on it, and maybe even discover some amazing treasures that no one has ever seen before!

Have something you want to profile on the Roadshow?

If you'd like to have your item(s) showcased on stage you can visit Chris Kohler in the exhibitor hall at booth 525 on Saturday to be evaluated for the Roadshow. Or you can opt to show up at the panel and find Chris before it starts to let him know that you have a submission. Attend the panel and they'll call you up on stage, time permitting!

SUPAPIXELGIRL PRESENTS: WOMEN IN GAMING

Featuring: SupaPixelGirl, Kinsey Burke, TamashiiHiroka, Cheratomo

4:30 PM - 5:15 PM • Auditorium B

SupaPixelGirl, a clinical psychologist and a retro gaming YouTuber, will be leading her panel on topics surrounding women in gaming. Special guests include TamashiiHiroka (*Pokemon* enthusiast and *YouTube* veteran with over half a million subscribers), Kinsey Burke (game collector and Youtuber), and Cheratomo (game developer of games such as *Asagao Academy* and *Solstice*). Come hear their xperiences, find out who their video game husbandos are, and pick their brains!

PAC-MAN VISUAL EVOLUTION

Featuring: Tim Lapetino • 4:30 PM - 5:15 PM • Auditorium C

In this panel, Tim traces what makes the character so iconic and still recognizable, through so many iterations and changes in nearly 40 years. Tim will also discuss the extended family, and what the design of the character and his marketing representations mean to popular culture.

CONSOLES 101: CONSOLE COMPONENTS EXPLAINED WITH BEN HECKENDORN

5:00 PM - 5:45 PM • Auditorium A

Join Ben Heckendorn as he opens some classic consoles live on stage and explains what certain components do as well as troubleshooting and repair techniques.

8-BIT APOCALYPSE: THE UNTOLD STORY OF ATARI'S MISSILE COMMAND

Featuring: Alex Rubens • 5:30 PM - 6:15 PM • Auditorium C

Join author Alex Rubens for a sneak peak at his newly released book which includes interviews with industry experts including Nolan Bushnell, David Theurer, and Phil Klemmer. Alex will examine the cultural impact of Atari's *Missile Command*.

Game History and Preservation

Featuring: Ken Horowitz • 5:30 PM - 6:15 PM • Auditorium B

This panel discusses experiences researching the rich history of Sega to emphasize the need to document and preserve the greater history of video gaming overall. With the rise of popularity in retro gaming, there is a growing need for documenting and preserving the stories and efforts of developers, video game companies, and their software. The experience of documenting Sega, one of the gaming industry's legendary developers and publishers, may serve as an example of continued efforts by the gaming community to protect the legacy of our beloved hobby.

Technically Improbable!

Featuring: Ron Milner • 6:00 PM - 6:45 PM • Auditorium A

Technically Improbable! is a three part documentary series that attempts to answer the question of how high technology happened in and around Grass Valley, California, as well as explore its impacts on the world. The series is currently in production and is scheduled for release in late 2019. Exclusive to Portland Retro Gaming Expo 2018, attendees will get to see an early edit of a segment from this series pertaining to Cyan Engineering, Atari's Research and Development center. This segment has interviews with Al Alcorn, Steve Mayer, Ron Milner, and others on Cyan's history and legacy. More information about the project can be found at *technicallyimprobable.com*

Not for Resale: Documentary Preview

Featuring: Kevin J. James & Pat "The NES Punk" Contri • 6:30 PM - 7:15 PM • Auditorium B

Preview and Q&A with director, Kevin James. *Not For Resale* is a new feature length video game store documentary about the mom-and-pop retail shops that still sell physical goods in the face of an increasingly digital marketplace. This film takes a snap-shot of the state of small business in America and the path forward with digital libraries.

When Worlds (and Fists) Collide

Featuring: Steve Hendershot • 6:30 PM - 7:15 PM • AUDITORIUM C

Join Steve Hendershot, author of, *Undisputed Street Fighter: A 30th Anniversary Retrospective* as he discusses *Street Fighter's* unique legacy as a true east-meets-west, Japanese/Western hybrid.

M&M Show — It Takes a Team to Build a Pinball

Featuring: Mark Guidarelli & Mike Vinikour • 7:00 PM - 7:45 PM • Auditorium A

Join Stern Pinball's head of QA and Field Test Group, Mike Vinikour, and Senior Systems Engineer, Mark Guidarelli . They will be hosting a presentation and behind the scenes look at all of the development and testing that is involved in bringing Stern's games to life. There are many people in addition to the playfield designer and lead programmer that breathe life into a pinball machine. Mike and Mark would like to highlight the supporting cast that powers the more well-known roles. Bring your questions for Q&A and win some swag.

Live Game Collectibles Auction • 7:00 PM - 9:00 PM • Portland Ballroom (Second Floor)

The 2018 live auction will occur Saturday evening in The Portland Ballroom on the second floor (take the stairs or elevators from the south lobby area of the Convention Center). Most of the auction items will be on display at the PRGE information booth located in the Retrocade prior to the auction and will be moved to the auction hall prior to the auction dinner at 6:00 PM. Cash bar will be available with adult beverages for attendees 21 and older.

Uwe Boll Video Game Movies (Live Sequelcast 2 Podcast)

Featuring: **Mat Bradley-Tschirgi** • 7:30 PM - 8:15 PM • Auditorium **B**

Uwe Boll is infamous for boxing his movie critics into submission, but he's also directed more video game movies than any other director. We take a rapid-fire look at his video game film adaptations from *House of the Dead* to *Bloodrayne: The Third Reich.* Filled with oddball dialogue, bizarre special effects, and subtle tie-ins for the games, this is one panel you can't miss!

Watch Out For Fireballs

Featuring: **Gary Butterfield & Kole Ross** • 7:30 PM - 8:15 PM • Auditorium **C**

Watch Out for Fireballs! (WOFF) is a well subscribed retro gaming podcast featuring Gary Butterfield and Kole Ross, and it's a part of the *Duckfeed.tv* network of shows. Join them for this live podcast.

Question Block Trivia • Featuring: **Nathan Martin** • 8:00 PM - 10:00 PM • Auditorium **A**

The Question Block is a multi-media video game themed quiz, featuring graphic rounds, audio, and video questions from casual to hardcore games, lore and the industry. Host Nathan Martin will present a special version of the Question Block quiz at PRGE. All are welcome to play and there will be valuable prizes on the line!

The 8-Bit Guy • Featuring: **David Murrary** • 8:30 PM - 9:15 PM • Auditorium **B**

Join David Murray, also known as The 8-Bit Guy as he shares his extensive knowledge of classic game systems, 8-bit computers and electronic music. David is ready for your questions on retro computer restoration, classic synthesizers and even how to "retrobright" your yellowed game and computer hardware.

The Bits of Yesterday • Featuring: **Darrin Peloquin** • 8:30 PM - 10:00 PM • Auditorium **C**

Join Director Darrin Peloquin for a special screening of his film, *The Bits of Yesterday.* This panoptic documentary on the niche culture of the retro video game collector follows gaming enthusiasts and fans as they relive their childhood memories, make new ones, and champion to keep an antiquated media format alive.

PRGE Annual Cosplay Contest

Judges: Sporkbot, Honeyrey, Bad Wolf, Cherry Tea Girl, Zaxel

Saturday • 7:00 PM - 9:00 PM • Tetris Arena • Retrocade

All attendees are invited to come to PRGE in costume and compete in the Cosplay Contest. Enter for your chance to win awesome prizes!

- You do not have to register in advance online, but it is recommended. The last time to sign up will be at the **Cosplay Pre-Meet in room D-133 from 5:00 PM - 6:00 PM.**
- Make sure you are present, in costume and prepared to explain your costume at the Pre-Meet. If you miss the Pre-Meet you may not be able to participate in the contest.

PRGE Annual Cosplay Contest Rules:

- PRGE's cosplay event is a walk-on costume contest.
  No skits, please. You may request entrance music, but please understand we may not be able to honor your request. Feel free to be "in character" on stage, but keep in mind that no nudity, profanity, hate-speech or otherwise offensive language or costumes will be allowed on the stage. This is up to the discretion of the judges and MC. The Conduct Policy will be enforced.
- Store-bought costumes are not eligible for prizes, but you are welcome and invited to come on stage and have your moment in the spotlight! Some portion of your costume must be hand-made either by yourself or with assistance from family and friends.
- Costumes related to Video Games are preferred, but not required.
  We are a gaming convention, but we gladly welcome cosplayers of all fandoms.
- Costumes will be judged according to your level of expertise.
  This is to keep things as fair as possible for everyone. Don't worry if this is your first time making a costume, our judges will keep that in mind. Bring a reference image for your costume so our judges can be as fair as possible. This is especially important if your costume is an original concept or character.
- If you're 13 or younger, you will be judged in the Kids' category. Your parent or guardian must be with you at the contest. No, they don't have to come on stage with you.
- You may enter as an individual, a family, or a group.
  Keep in mind that if you choose to do this, there is only one prize pack per judging category, and you will need to split the prize with your group.
- Your costume must be self-contained.
  No projectiles flying out of props, keep your finger off the trigger, no rocket fists flying out into the audience, no live steel or sharpened edges. If your costume is elaborate or has limited mobility or vision, please have a handler with you to help you on and off the stage. There will be steps. Please inform us in advance if you need accommodation.
- You must have a PRGE admission badge.
- You must arrive on time.

Quake 2 Level Design

Featuring: Jennell Jaquays • 10:30 AM - 11:15 AM • Auditorium A

Game developer Jennell Jaquays discusses the level design process for the popular 90s game, *Quake 2*.

NES Home Brew Part II

Featuring: Paul Molloy • 11:00 AM - 11:45 AM • Auditorium B

In the second part of the series, Paul (Infinite NES Lives) will talk about the technical specifications of the NES console. He will continue to add more to the game made in the first panel, by adding sound and graphic assets.

Building and Hacking Pinball with Ben Heckendorn

Featuring: Ben Heckendorn • 11:00 AM - 11:45 AM • Auditorium C

Join Ben Heckendorn as he shares tips and tricks for hacking pinball machines and creating your own. You'll learn about Ben's PinHeck pinball system plus other special creations he has made.

NormalBoots

Featuring: Jirard Khalil, Jared Knabenbauer, PeanutButterGamer, SpaceHamster
11:30 AM - 12:15 PM • Auditorium A

What happens when the *NormalBoots* guys are in the same room together? We're not really sure, but it should not be a panel to miss!

Making New "Retro" Games for Classic Consoles and Modern Platforms

Featuring: John Lester • 12:00 PM - 12:45 PM • Auditorium B

Join CollectorVision Games' Co-Owner John Lester aka Gamester81 as he discusses the process of making new games for classic consoles. CollectorVision Games has been around for ten years and has sold over 13,000 games including games for the Atari 2600, Intellivision, ColecoVision, Commodore 64, TI-99/4A, NES, and SNES. John shares the process of creating a new game from the beginning to the end. In addition, get an exclusive PRGE look at CollectorVision Games' upcoming new Nintendo Switch title called *Sydney Hunter and the Curse of the Mayan* due out later this year.

Atari & Friends Act III

Featuring: Bob Smith, Tod Frye, Pam Smith • 12:00 PM - 12:45 PM • Auditorium C

In the final act, join Atari alumni, Bob Smith, Tod Frye, and Pam Smith. Discussions will include working for Atari, the video game industry as a whole and whatever other questions you present to them. Additional alumni and special speakers may join them as well.

The Gaming Historian

Featuring: **Norman "The Gaming Historian" Caruso** • 12:30 PM - 1:15 PM • Auditorium Ⓐ

Join Norman Caruso as he presents a live episode of his show. The topic is a mystery, but you are sure to learn something new. The panel concludes with a Q&A session.

Intellivision — A Legacy of Firsts!

Featuring: **Gabriel Baum, Stephen Roney, Bill Fisher, David Warhol, Ray Kaestner, Karen Nugent**
Moderator: **Paul Nurminen** • 1:00 PM - 1:45 PM • Auditorium Ⓑ

This exclusive Blue Sky Rangers panel will consist of never before heard Intellivision management as well as programmers and artists to discuss the revolutionary products and video game industry "firsts" they pioneered. Six of the biggest and brightest stars of the early 80s era of video games will be together again for the first time!

Coin Talk

Featuring: **Ian Eure** • 1:00 PM - 1:45 PM • Auditorium Ⓒ

Asteroids missing in a black hole? *Mario* missing his Bros? *Ms. Pac Man* escaped the maze? *Breakout* bricked? Fear not, classic arcade podcasters *the Coin Rejects* are here to help you get your game running again. Bring your stories of arcade troubles and join us as we try and diagnose your problems.

Pat the NES Punk Panel & The Play the Punk Challenge

Featuring: **Pat "the NES Punk" Contri** • 1:30 PM - 2:15 PM • Auditorium Ⓐ

The man behind Pat "the NES Punk", *the Completely Unnecessary Podcast*, and *Flea Market Madness* is here! Join Pat Contri as he celebrates 10 years of the 'Punk' as well as talks about his current and future projects, discusses his new book, and shows off a video! Then stick around for the wacky and famous Play the Punk Challenge! Are you ready?

Retro Game Audio

Featuring: **Tommy Tallarico** • 2:00 PM - 2:45 PM • Auditorium Ⓑ

Join video game audio legend and Guinness World Record holder Tommy Tallarico explain the many challenges and secrets of creating audio for video games in the 80s and 90s.

A Localization Is You!

Featuring: **Chris Pranger, Joey DeSena, Norman Caruso** • 2:00 PM - 2:45 AM • Auditorium Ⓒ

Join Norman "The Gaming Historian" Caruso, Joey "Roo" DeSena, and former Nintendo Treehouse writer Chris Pranger as they discuss video game localization's past, present, and possible future. We promise you won't feel asleep!

[illegible] with Designers of Years of the Nes and its Games

[illegible] • 3:00 PM - 3:45 PM • Auditorium

[illegible]

Stories from Konami, Namco, Sega, & More

Featuring: Jason Enos • 3:00 PM - 3:45 PM • Auditorium

Join Jason as he tells stories from his time working at previous companies in the industry. Jason was originally hired by Tim Kalinski (Sega president in the early 90's) when he was 19 years old where he worked as a producer on many memorable titles including Wacky Races, Castlevania: Dawn of Sorrow, Bloodlines, and Silent Hill.

Exploring The National Videogame Museum

Featuring: John Hardie, Sean Kelly, Joe Santulli • 3:00 PM - 3:45 PM • Auditorium

In 2015, the National Videogame Museum (NVM) opened in Frisco, Texas. This was the culmination of a dream for three friends, John Hardie, Joe Santulli, and Sean Kelly. It was their decades of planning, research and accumulation of thousands of industry artifacts and memorabilia that made the museum possible. The NVM's mission of education ensures the history of the video game industry will be accessible to the public for years to come.

The Retronauts: The History of FMV Games

Featuring: Bob Mackey & Jeremy Parish • 3:30 PM - 4:15 PM • Auditorium

Before video game hardware was capable of delivering photorealistic graphics, game developers did the next best thing: cleverly stitch together live-action or traditionally animated video segments to deceive their audience into thinking they were "playing a movie." On this live panel, join Bob Mackey and Jeremy Parish of the *Retronauts* podcast as they examine the history of the inventive (but not always playable) world of full-motion video games.

Hyperkin Presents: Working in the Retro Video Game Industry

Featuring: Terence Calacsan & Celia Schilling • 4:00 PM - 4:45 PM • Auditorium

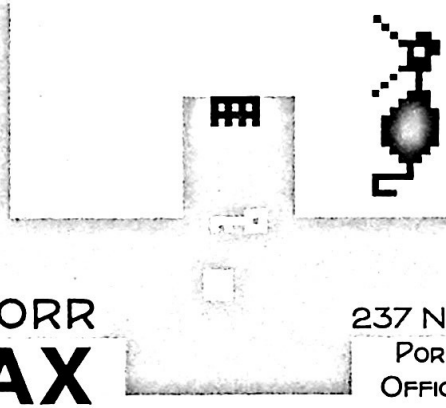
Hyperkin is a Los Angeles-based gaming hardware developer that specializes in making consoles and devices that allow gamers to relive their childhoods (RetroN 77, Hyperkin Duke, SupaBoy SFC, and SmartBoy). Hyperkin Public Relations Specialist, Terence Calacsan and Communications Specialist, Celia Schilling will give detailed hand accounts of what it's like to not only work in a niche industry, but in a company that's steadily making its mark as a unique and innovative developer. Swag and prizes to be given away during the panel!

IMPORTAPALOOZA

Featuring: John Riggs & Jimmy Hapa • 4:00 PM - 4:45 PM • Auditorium C

Join import retro gaming fanatics John Riggs and Jimmy Hapa to learn how you can play classic video games from other countries at home with little to no modifying to your game systems. They'll give you import gaming tips and tricks, what it's like game shopping and where to shop in Japan, and will tell you what import games can help you study Japanese.

BUYING OR SELLING A HOME
SHOULD BE AN ADVENTURE!
LET ME HELP YOU NAVIGATE THE MAZES
DUCK THE DRAGONS &
FIND THE KEYS TO YOUR CASTLE!



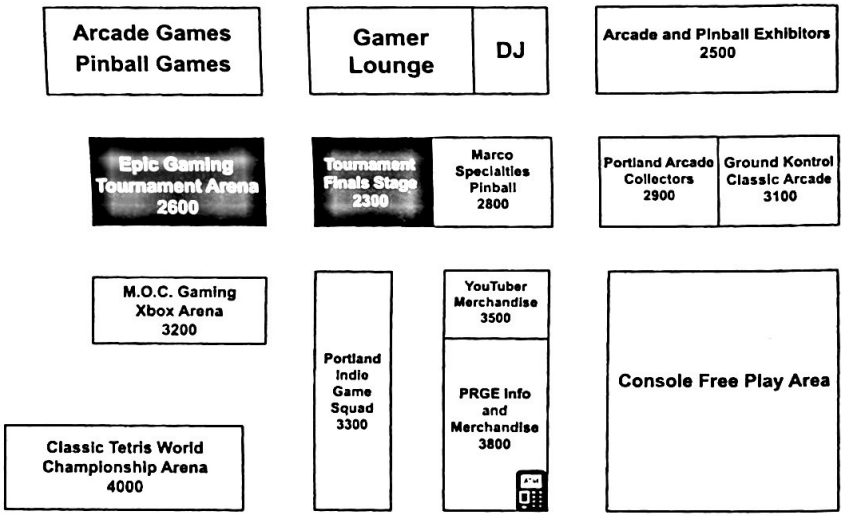
CHRIS DORR
RE/MAX
EQUITY GROUP
LICENSED IN OREGON: 200502417

237 NE BROADWAY, STE. 100
PORTLAND, OR 97232
OFFICE: 503-287-8989
CELL: 503-516-7721
WWW.CHDORR.COM

SAVE THE DATE
PRGE RETURNS!
OCTOBER 18-20, 2019

EPIC GAMING

Our friends at Epic Gaming will be hosting FREE tournaments throughout the weekend! Visit the Epic Gaming Tournament Arena in the Retrocade.



Mario Kart: Double Dash Tournament

- Hosted by Epic Gaming and Eon!
- Epic Gaming's *Super Smash Bros. Mele* Tournament is FREE to enter!
- Pools will be capped so come by the Epic Gaming Tournament Arena to reserve your slot!
- Controllers will be on hand, but competitors are encouraged to bring their own.

Mario Kart: Double Dash — Tournament Pools

System: Nintendo GameCube
Location: Epic Gaming Tournament Arena & Retrocade Tournament Stage
Friday: 1:00 PM - 7:00 PM
Type: Single Elimination Pools (Top Player Advances to the Top 16 Finals)

Mario Kart: Double Dash — Top Cut Finals

System: Nintendo GameCube
Location: Retrocade Tournament Stage
Friday: 7:00 PM - 9:00 PM
Type: Single Elimination
Prizes: GCHD Upscaler & PRGE 2019 Badge

Warlords Tournament

- Epic Gaming's *Warlords* Tournament is FREE to enter!
- Featuring the legendary Four Player Free-For-All Mode!
- Pools will be capped so come by the Epic Gaming Tournament Arena to reserve your slot!

Warlords — Tournament Pools

System: Atari 2600
Location: Retrocade Tournament Stage
Friday: 5:00 PM - 6:30 PM
Type: Single Elimination Pools (Top players advance to the finals)

Warlords — Tournament Finals

System: Atari 2600
Location: Retrocade Tournament Stage
Friday: 6:30 PM - 7:00 PM
Type: Single Elimination
Prizes: 1st Prize: PRGE 2019 Badge

Super Smash Bros. Mele Tournament

- Over $800 in cash prizes are on the line over the weekend!
- Epic Gaming's *Super Smash Bros. Mele* Tournament is FREE to enter!
- Pools will be capped so come by the Epic Gaming Tournament Arena to reserve your slot!
- Controllers will be on hand, but competitors are encouraged to bring their own.

Super Smash Bros. Melee — Tournament Pools

System: Nintendo GameCube
Location: Epic Gaming Tournament Arena
Friday: 1:00 PM - 8:00 PM
Saturday: 11:00 AM - 4:00 PM
Type: Single Elimination Pools
Top two players from each pool will go into Top Cut Finals along with Smash at RCCC and Road to PRGE Finalists.

Super Smash Bros. Melee — Top Cut Finals

System: Nintendo GameCube
Location: Retrocade Tournament Stage
Saturday: 4:00 PM - 8:00 PM
Type: Double Elimination
Prizes: 1st Prize: $500 • 2nd Prize: $250 • 3rd Prize: $75

SUPER STREET FIGHTER II: TURBO TOURNAMENT

- Hosted by Epic Gaming, PDX Fighting Game Community, and Battle Lounge!
- *Super Street Fighter II: Turbo* Tournament is FREE to enter!
- Pools will be capped so come by the Epic Gaming Tournament Arena to reserve your slot!
- Controllers will be on hand, but competitors are encouraged to bring their own.

SUPER STREET FIGHTER II: TURBO — TOURNAMENT POOLS

System: PlayStation 4
Location: Epic Gaming Tournament Arena
Sunday: 11:00 AM - 3:00 PM
Type: Single Elimination Pools (Top Two Players from each pool will go into Top Cut Finals along with Super Turbo at RCCC Finalists)

SUPER STREET FIGHTER II: TURBO — TOP CUT FINALS

System: PlayStation 4
Location: Retrocade Tournament Stage
Sunday: 3:00 PM - 5:00 PM
Type: Double Elimination
Prizes: 1st Prize: $300 • 2nd Prize: $150 • 3rd Prize: $50

SATURN BOMBERMAN — 8 PLAYER TOURNAMENT

- Epic Gaming's *Saturn Bomberman* Tournament is FREE to enter!
- Featuring the legendary eight player free-for-all mode!!
- Pools will be capped so come by the Epic Gaming Tournament Arena to reserve your slot!
- Controllers will be on hand, but competitors are encouraged to bring their own.

SATURN BOMBERMAN — TOURNAMENT POOLS

System: Sega Saturn
Location: Retrocade Tournament Stage
Sunday: 11:00 AM - 1:00 PM
Type: Single Elimination Pools (Top players advance to the finals)

SATURN BOMBERMAN — TOURNAMENT FINALS

System: Sega Saturn
Location: Retrocade Tournament Stage
Sunday: 1:00 PM - 2:00 PM
Type: Single Elimination
Prizes: 1st Prize: PRGE 2019 Badge

PRGE is proud to partner with NintendoAge who will operating a series of console tournaments on Nintendo, Atari, and Sega consoles.

Located at Booth #110

4TH ANNUAL NINTENDO WORLD CHAMPIONSHIPS — TOURNAMENT

System: Nintendo Entertainment System (NES)

Saturday: Tournament runs all day and attendees can play at their convenience. High scores will be tracked until 4:00 PM when the prizes will be awarded.

Type: High Score Tournament

Prize: Top three will automatically win a limited edition Wafflefoot RetroUSB NWC cartridge. First prize will win $100 cash. Winners must be present at the NintendoAge booth at 4:00 PM to collect their prize. If a winner is not present, the prize will go to the next highest score.

DRAGSTER — TOURNAMENT

System: Atari 2600

Saturday: 12:00 PM - 2:00 PM

Type: Best time tournament

Prize: Top three players will automatically receive a limited edition Wafflefoot Dragster Game with a unique ROM file and label.

2ND ANNUAL "ROCK THE ROCK" SONIC AND KNUCKLES — TOURNAMENT

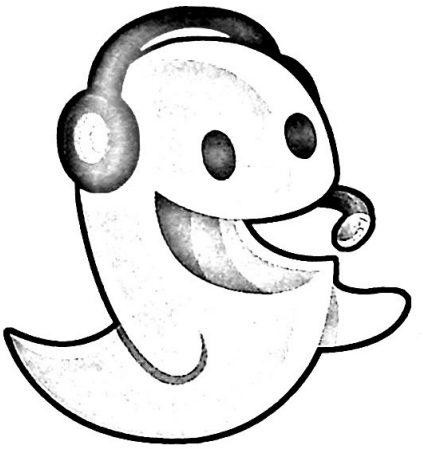
System: Nintendo Entertainment System (NES)

Sunday: 10:00 AM - 11:00 AM with top 2 finals at 11:15 AM

Type: Collect most rings in 2 minutes

Rules: Players have 2 minutes and 10 seconds to collect as many coins as possible. You can choose either Sonic or Knuckles. There is no limit to how many times a player can play to qualify so long as there is no line. At 11:15 a head to head tournament between the top two players will commence.

Prize: Winner will receive a limited edition *Sonic and Knuckles* PRGE cartridge and 25,000 pennies ($250) since we cannot give away $25,000 like Sega did. Second place will receive a limited edition Sonic and Knuckles PRGE cartridge.



PRGE is proud to partner with Cheerful Ghost who will operating a series of tournaments on NES and SNES consoles.

Located at Booth #619

Super Mario Bros. — Tournament
System: Nintendo Entertainment System (NES)
Saturday: 9:00 AM - 12:00 PM
Type: Speed run to Bowser's axe on World 1-4
Prize: Delicious Super Mario Cereal!

Mario Paint — Tournament
System: Super Nintendo Entertainment System (SNES)
Saturday: 2:00 PM - 4:00 PM
Type: Highest level & Lowest Score in 3 lives
Prize: More delicious Super Mario Cereal!

F-Zero — Tournament
System: Super Nintendo Entertainment System (SNES)
Sunday: 9:00 AM - 12:00 PM
Type: Fastest time on F-Zero Knight League / Mute City
Prize: Even more delicious Super Mario Cereal!

Wild Gunman — Tournament
System: Nintendo Entertainment System (NES)
Sunday: 2:00 PM - 4:00 PM
Type: Highest score in Gang Mode with one life
Prize: Good grief, so much Super Mario Cereal!

CLASSIC TETRIS WORLD CHAMPIONSHIP

Once again, PRGE is proud to host the annual *Tetris* World Championships! Inspired by the historic, 1990 Nintendo World Championships, this tournament has brought the love of Classic *Tetris* on the NES into the 21st century! Competition continues to rise! Many of the participants have been honing their *Tetris* skills for over 25 years. Some of the top competitors were the original Wizards of the Nintendo World Championships!

The tournament will take place in the Retrocade on Saturday and Sunday. It's open to the public and a modest entry fee (in addition to your paid PRGE admission) allows you to make as many qualifying attempts as you are willing to wait in line for. Come try your hand against many of the cast of the award-winning video game documentary, *Ecstasy of Order: The Tetris Masters*, including Twin Galaxies record holders Harry Hong and Jonas Neubauer.

Support Provided by:

Portland Retro Gaming Expo • TTC, The Tetris Company • Tetris Effect • RetroBit • AtGames • Ting CogWorks Laboratory • RetroUSB • Retrotainment Games • Sole Goose Productions • RetroStage PriceCharting.com • Basic Fun • Wise Ape Tea • Total Radnes • Yerba Mate

For the complete rules and details please visit *thectwc.com*, or head over to the *Tetris* Arena, located in the Retrocade.

Classic Tetris Tournament • Tetris Arena • Retrocade
Featuring: **Chris Tang, James Chen, Arda Ocal, Vince Clemente, Adam Cornelius**

Saturday
Classic Tetris (NES): **Qualifying** • 10:00 AM - 4:00 PM
Tetris: The Grand Master 2: **Qualifying** • 10:00 AM - 12:00 PM
Tetris: The Grand Master 2: **Tournament** • 1:00 PM - 3:00 PM
Classic Tetris (NES): **Round Zero** • 4:00 PM - 5:00 PM
The purpose of Round Zero is to seed the 25-40 fight to make the bracket of 32 for Sunday.
Tetris: The Grand Master 2: **Award Presentation** • 4:30 PM

Sunday
Classic Tetris (NES) • **Tournament Early Rounds**
Round 1 • 10:30 AM - 12:00 PM • 16 Matches
Round 2 • 12:15 PM - 1:15 PM • 8 Matches
Break • 1:15 PM - 1:45 PM
Announcements • 1:45 PM - 2:00 PM

Classic Tetris (NES) • **Tournament Top 8**
Round 3 • 2:00 PM - 2:45 PM • 4 Matches
Round 4 • 3:00 PM - 3:30 PM • 2 Matches
Round 5 • 3:45 PM - 4:30 PM • Main Event
Classic Tetris (NES) • **Award Presentation** • 4:30 PM

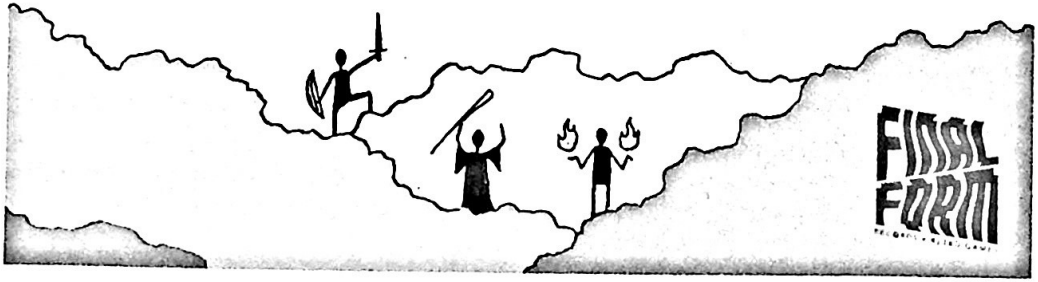
Please note: Additional time has been budgeted for all rounds of Sunday's tournament. If the tournament is ahead of schedule in the morning, the midday break will be longer so that we can stick to the 2:00 PM start time for the top eight. The CTWC tournament may end sooner than 4:30 PM.

FINAL FORM

NOW OPEN IN ST. JOHNS!

WE **BUY** AND **SELL** RECORDS, RETRO GAMES, CONSOLES, AND MEMORABILIA
FEATURING PORTLAND'S LARGEST SELECTION OF **VIDEO GAME MUSIC** ON VINYL!

7315 N ALTA AVE **503-334-1600** **@FINALFORMPDX**



GAME OVER
ARCADE • BAR • GRILL

LINCOLN CITY, OR • GAMEOVER-ARCADE.COM • 541.614-1150

THE ARCADE

Game Over has over 100 new and classic arcade games along with a great selection of pinball machines. We have all the classics such as *Donkey Kong, Mario Bros., Ms. Pacman,* and *Galaga* and a lot of new stuff too like *Terminator Salvation*, and *Big Buck HD.*

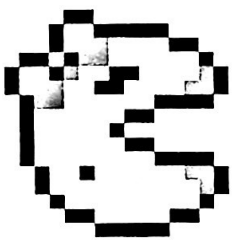
SPORTS BAR

The bar and dining area features 10 HDTVs including a massive 70" screen! With the PAC12 Network and NFL Sunday Ticket, Game Over is the new place to be to watch all of your favorite college and NFL teams play.

All ages are welcome from open until 9pm, and then the arcade becomes 21+ until close.

FAMILY PARTIES

Want a cool place to throw a birthday party or other special event? This is the sweetest place around! Game Over also does private parties/events. Call or come in for more information.



Portland Indie Game Squad hosts events, gaming marathons, and game making meetups to connect students, hobbyists, and professionals in their quest to make games. They're joining us for the 7th year in a row to introduce you to game making tools and skills, showcase modern virtual reality technology, play through our favorite scary games in a horror game marathon, and more!

The following PIGSquad events are available to PRGE passholders in rooms **E147** and **E148**.

Saturday, Oct 20th

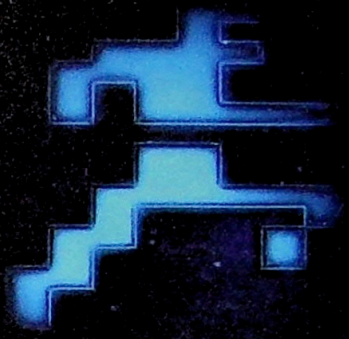
11am-2pm
All Ages Game Making Workshop

4pm-10pm
Horror Game Marathon

Sunday, Oct 21st

11am-5pm
Virtual Reality Lounge

pigsquad.com



INTELLIVISION®
ENTERTAINMENT

BOOTH 303

KEYNOTE ADDRESS
TOMMY TALLARICO, PRESIDENT
SATURDAY, OCTOBER 20
3:00PM TO 4:15PM
AUDITORIUM C

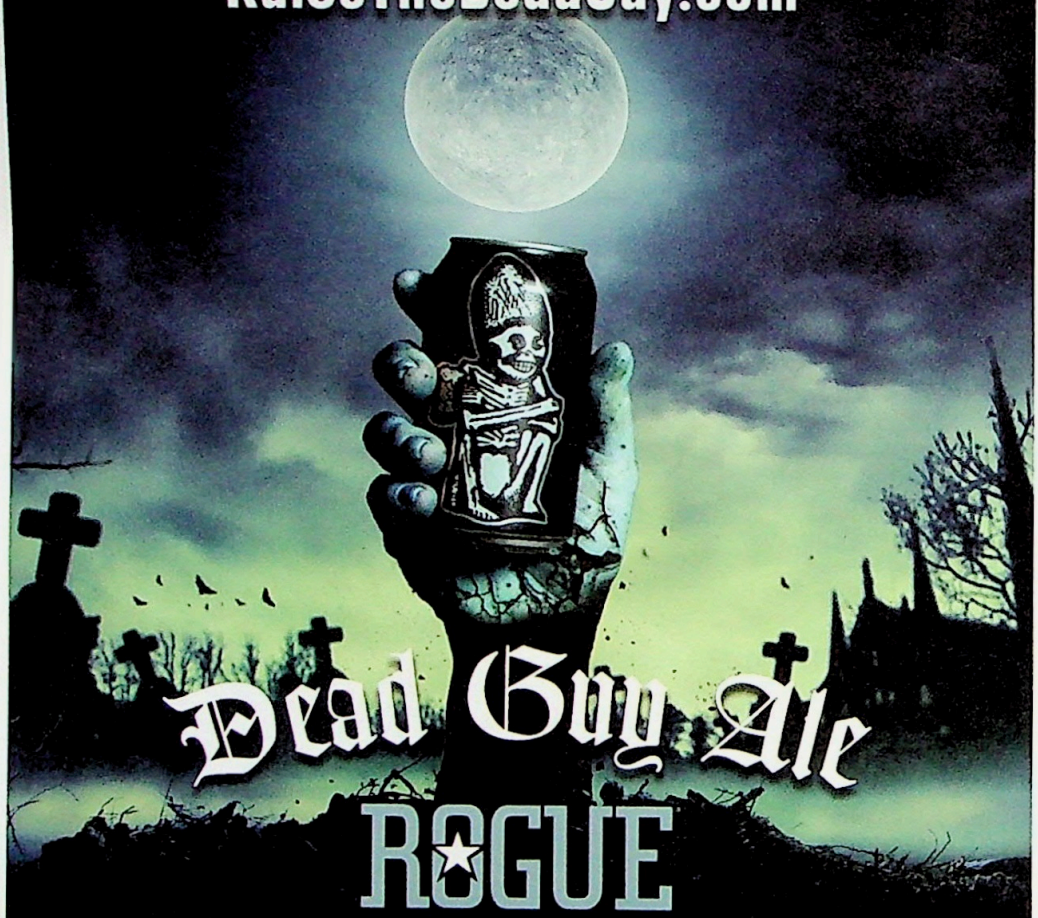
A LEGACY OF FIRSTS!
BLUE SKY RANGERS
SUNDAY, OCTOBER 21
1:00PM TO 1:45PM
AUDITORIUM B

RETRO GAME AUDIO
TOMMY TALLARICO
SUNDAY, OCTOBER 21
2:00PM TO 2:45PM
AUDITORIUM B

JOIN THE FAMILY!
WWW.INTELLIVISIONENTERTAINMENT.COM

WIN A TRIP TO THE ROGUE WORLD HEADQUARTERS

#RaiseTheDeadGuy
RaiseTheDeadGuy.com



ENTER

Post a photo with Dead Guy Ale, Dead Guy Whiskey or Dead 'N' Dead on Instagram or Twitter with #RaisetheDeadGuy and tag @RogueAles. You can also upload your photo at RaisetheDeadGuy.com

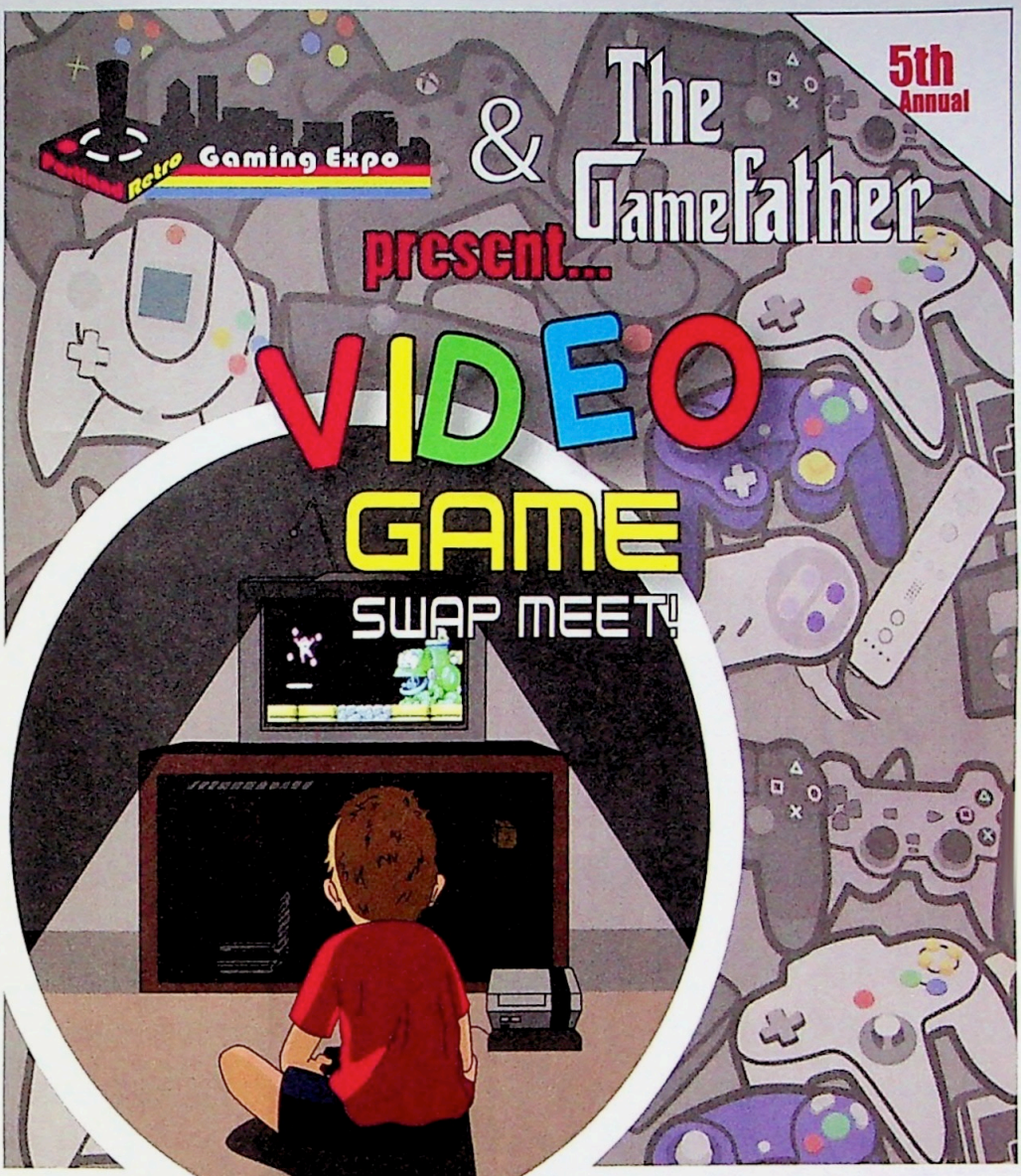
VOTE

Vote for your favorite photo at RaisetheDeadGuy.com

WIN

Every day in October, the most Rogue photo will win a killer Dead Guy prize pack. The photo with the most overall votes by November 15th will win a trip for two to the Rogue World Headquarters in Newport, Ore.

Void where prohibited. No purchase necessary to enter. Must be 21 or over.
Entries will be accepted 10/01/18 to 10/31/18. Entry constitutes acceptance of contest rules, available at RaisetheDeadGuy.com/rules



Video games, mixed media, fan art, and toys/collectibles will be in abundance! Free door prizes handed out every hour! Youtube personalities from around the NW will be in attendance! Questions for vendors, please email Josh Hamblin at:
theplace4gamers@gmail.com

All proceeds benefit PRGE Non-Profit.

Jan 19th 2019 (10am-4pm)
$5 entry fee (kids 12 and younger are free with an adult)

Portland Double Tree Hilton (Short walk from transit stop)
1000 NE Multnomah St.
Portland OR 97232
(503)281-6111 (Call ahead for room reservations)

Return to Retro! Key Art Created by Marc Ericksen

Marc followed high school graduation with six years in the U.S. Army, which included two years in Vietnam, leaving the service as a paratrooper with a Bronze Star, Vietnamese Ranger Beret, Combat Infantry Badge, and the rank of Captain at age 25.

Marc then studied Design and Illustration at Art Center College of Design, in Los Angeles, CA. He graduated with honors with a BFA in Illustration. He began his freelance career in the San Francisco Bay area just in time for the development of the high tech sector in Silicon Valley.

Perhaps best known as the creator of the Mega Man 2 box art and logo for Capcom, he also illustrated *Strider* and the poster for *U.N. Squadron.* Additional work in Marc's stable of game art include Data East's *Bad Dudes* and *Heavy Barrel,* Sega Genesis' *G-LOC, Thunder Force II, Herzog Zwei, Steel Empire, Super Baseball 2020,* and *James Pon,* SNK's *Guerrilla War* and *P.O.W. Prisoner of War,* and Tengen's *Tetris, Blasteroids, Afterburner,* and *Vindicator.*

Marc created over 95 package Illustrations alone for 32 different videogame companies between the years 1982-2002. He also created art for *GamePro Magazine, PC Gamer Magazine,* and video game marketing posters and advertising.

Outside of he video game industry, Marc has created illustrations for clients like Searle, Intel, Levi Strauss, Ballantine Publishing, Macy's, United Airlines, Hitachi, Kaiser Aluminum, Coherent Technologies, Southern Pacific, Hewlett Packard, Litton, Varian, and many others. Marc is deeply gratified that the game art he created has burned so brightly in the affections of so many gamers.

Marc Ericksen can be found throughout the weekend at Booth #105

THE VIDEO GAME HISTORY FOUNDATION

We're a 501(c)3 dedicated to making sure that historians have what they need to tell the story of video games.

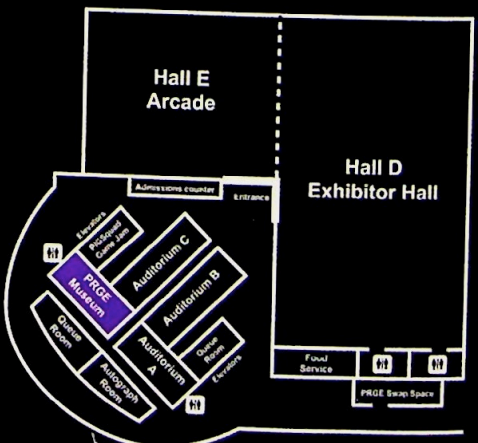
We're also the proud sponsor of the Portland Retro Gaming Expo's annual museum!

Come check out this year's exhibit, say hi, and learn what you can do to help join the cause. see map on reverse

Support us on patreon
gamehistory.org/donate

STAYING WITH POWER

35 YEARS OF THE NES & ITS GAMES



PRESENTED BY
THE VIDEO GAME HISTORY FOUNDATION
GAMEHISTORY.ORG